

REMARKS

This Response is being submitted in reply to the Final Office Action dated June 15, 2004. Claims 1 to 48 are pending. A Request for Continued Examination is submitted herewith. A Petition for a Three-Month Extension of Time is submitted herewith. A check in the amount of \$1,810.00 is submitted herewith to cover the cost of the extension and the RCE.

The Office Action rejected claims 1, 3, 4, 11, 34, 37 to 39, 42 to 46, and 49 under 35 U.S.C. §103(a) as being unpatentable over Barrie (US 5,883,537) in view of Medl (US 6,209,006). The Office Action rejected claims 5 to 8, 19 to 24, 26 to 31, 40 to 41, and 47 to 48 under 35 U.S.C. §103(a) as being unpatentable over Barrie (US 5,883,537) in view of Medl (US 6,209,006) and Fey (*Slot Machines, A Pictorial History of the First Hundred Years*, 1983). The Office Action rejected claim 25 under 35 U.S.C. §103(a) as being unpatentable over Barrie (US 5,883,537) in view of Medl (US 6,209,006) and Walker (US 6,068,552). The Office Action rejected claim 33 under 35 U.S.C. §103(a) as being unpatentable over Barrie (US 5,883,537) in view of Medl (US 6,209,006) and Victor (US 5,363,482).

In the June 15, 2004 Office Action, the Examiner suggested the following examples of materials, any *one* of which, might constitute evidence of a long-felt need in the industry for the present invention thereby overcoming these obviousness rejections under §103(a).

- (1) Any publication that recognizes that pay tables are too complicated, especially if the publication suggested that someone should address the problem.
- (2) A declaration attesting to the nature, volume, and duration of industry-wide reports from consumers that suggest that gaming machine users were confused by complicated paytables (e.g., reports from casinos to gaming machine manufactures).

- (3) A declaration attesting to the nature, volume, and duration of a sufficient volume of letters of complaint from slot machine players about the difficulty in understanding paytables.

Per the Examiner's suggestion, Applicant is submitting the following documents as further evidence of a long-felt need in the industry for the present invention. Accordingly, reconsideration and allowance is respectfully requested.

- (1) Per the Examiner's first suggested category of evidence, each of the publications listed below recognizes a problem caused by complex pay tables. In addition, several of these publications suggest a way to address the problem and thus a need to address this problem.

- (a) On November 14, 2000 (approximately one month after the filing date of the present application) WMS Gaming Inc., a competitor of the assignee of the present application, filed U.S. Patent 6,786,818 (a copy of which is attached). This patent recognizes the problem caused by complex pay tables. Specifically, this patent states:

As the number of pay lines increases, however, players may become less able to identify winning combinations. That is, with so many possible winning combinations, a player may be confused or unaware whether a particular symbol array combination after the reels have rotated and stopped is a winning combination. (column 9, lines 16 to 21; emphasis added).

- (b) On September 28, 2001 (approximately one year after WMS Gaming Inc. filed their patent application), Sigma Game Inc., another competitor of the assignee of the present application, filed U.S. Patent Publication 2003/0064800 (attached). This patent application also recognizes the problem caused by complex pay tables. Specifically, this patent application states:

Games displayed by video gaming machines are becoming increasingly complex. For example, there may be pay lines that are not straight lines; there may be additional features and special symbols that are not readily apparent to a player; there may be complex pay tables; and the rules for playing the game may be confusing (§ 2; emphasis added).

This patent application goes on to propose a needed solution to the problem. Specifically, the application states:

FIG. 8 illustrates the display after the player has touched the "\$" symbol on the reels to identify the award to be granted for that particular symbol across a pay line. As seen, the pop-up window identifies different credit awards depending upon the number of times that the symbol "\$" appears across an activated pay line. Thus, a complex pay table can be made easily understandable using the pop-up windows. (§ 25; emphasis added)

This application is independent confirmation by a third gaming device manufacturer (i.e., WMS in addition to Sigma and IGT) of applicant's assertion of the long felt need for a solution to the problem, of complex information displayed on the glass of a typical slot machine and complex paytables accessible for video reels, and that displaying a pop-up window in response to the selection of a portion of a reel by the player greatly reduces this complexity and helps the player understand the rules of the game. Specifically, the application states:

Generating the overlays in response to a player touching portions of the simulated reels or other icons on the screen pertaining to the game itself greatly reduces the complexity of the display glass and the screen. Such simplification of the display avoids intimidating players unfamiliar with the game. By using graphics to a large extent, the player does not have to read instructions, resulting in faster understanding of the rules of the game. Additionally, by avoiding complex instructions on the display glass, a single video gaming platform may be used for a variety of different

games since the differences will reside in the programs loaded into the game's memory rather than the printing on the display glass. (¶ 30; emphasis added)

(c) On March 5, 2002 (approximately six months after Sigma Game Inc. filed their patent application) another competitor filed U.S. Patent Publication 2003/0073480 (attached). This application also recognizes the problem caused by complex pay tables. Specifically, this patent application states:

Virtually all reel-type slot machines today (mechanical or video) are based on three, four or five reels. Until now, adding more reels caused the probability of hitting the longest combinations to be far too low. At the same time, it created very long and confusing paytables. (¶ 10; emphasis added).

(d) During that same time frame (on March 10, 2002), the Chicago Sun-Times published an article (attached) discussing the need for the Sigma Game system (as previously presented in the Declaration of Aaron Jones dated December 10, 2002). Specifically, the article states:

Smart Touch, by Sigma Game: Not a game, but a system that can be used with many games to eliminate confusion. Players who are confused by the zig-zag paylines, scatter pays and special features of video slots will love Smart Touch. Just touch any symbol or icon on the screen, and up pops an explanation. If you're confused about the shape of payline No. 9, touch the Icon for that payline and it'll be traced out, separate from the others. Or if you want to know the payoffs on any symbol, touch that symbol and you'll get a graphic on the screen. This moves slot machines in a direction they need to go. Expect other manufactures to follow. (emphasis added)

(e) On May 1, 2003 (over a year after the Chicago Sun-Times article) WMS Gaming Inc. filed another patent (attached as U.S. Patent Publication

2004/0219968). In this patent application, WMS Gaming Inc. also discusses the Sigma Game Inc. patent application. Specifically, this patent application states:

U.S. patent application Publication No. U.S. 2003/0064800 A1 to Jackson et al. ("Jackson et al.") notes that games displayed by video gaming machines are becoming increasingly complex. In an effort to provide a video gaming machine that is more easily understood by a player and yet provides all the features and excitement as any modern gaming machine, Jackson et al. proposes a video gaming machine with pop-up windows. Touching various icons on a touch screen video display, such as the symbols on simulated reels, pay line identifiers, and other icons, causes an associated pop-up window or other overlay to be generated. The overlay highlights or explains the selected feature. Jackson et al. asserts that such overlays reduce clutter on the display, can be graphically intensive to avoid the use of text, can be easily understood, can be quickly and logically accessed, and may even include animation. Jackson et al., however, is generally limited to the passive use of overlays for obtaining information about a selected feature so that the selected feature can be understood by the player. (¶ 4; emphasis added).

From October 2000 to May 2003, four different gaming machine competitors (IGT, WMS, Sigma, and the applicants of U.S. Patent Publication 2003/0073480) recognized the long-felt need for a solution to the complexity of existing pay tables.

In addition to the above, numerous other publications listed below recognize the long-felt need to solve the problem of complex pay tables.

(f) Powerful Profits From Slots by Victor H. Royer (a portion of which is attached) also recognizes the problem caused by complex pay tables. Specifically, this book states:

This situation tends to get a lot worse on the video slots. These have such a huge variety of game, bonus, line, and play and pay options that it is just about impossible to find all

this out without some intensive research and reading. (last ¶ of page 69; emphasis added)

On the other hand there are also several reel slot machines whose pay scales and play options have become very complex. These machines usually have a combination of wild, multiplier and scatter symbols, along with cherries, bars, numbers, 7s, colored 7s, and various near-jackpots, tertiary, secondary, and primary jackpots with various combinations of this-and-that, and so on. These may look interesting, but they can be hard to figure out. They are not necessarily bad machines to play, but they can be harder to understand. The harder they are to understand, the more time and thought you must commit before you make a financial investment in the game. (last ¶ of page 70; emphasis added)

The variety of pay situations becomes even more important for the newest video slots. On these games the varieties and options are so vast that it becomes even more crucial for you to *invest time to learn first*, and money to play only after that. Many of these games are so complex that most people simply don't know, or realize, what they have won, or how. That's bad. These players will not enjoy their gaming, and will likely lose a lot more money than necessary (first full ¶ on page 71; emphasis added).

The assignee of the current application provided a sponsorship fee and technical assistance associated with this book. However, the assignee of the current application did not have editorial input or control over the content of the book.

(g) The Slot Machine Report of AOL Hometown (attached) also recognizes the problem caused by complex pay tables. Specifically, this report states:

A lot of people are still confused on how multiple line machines pay. The casinos have three-line, five-line and nine-line machines. Besides being marked with how many coins you're required to play to win the top jackpot, the lines on the glass in front of the reels, and lines on the top glass panel show you where the symbols have to stop for you to win. (page 4, ¶ following "Multiple Line machines")

Not only are the nine line machines expensive to play, they can be very confusing in understanding which combinations pay and which ones don't. (page 5, ¶ following "Nine line machines")

(h) The Princess Cruises web page (attached) also recognizes the problem caused by complex pay tables. Specifically, this web page states:

An informative slot lesson is given each cruise by your Slot Supervisor. Check the Princess Patter or ask any Casino staff member for the lesson schedule. During the lessoon [sic] you will learn how to understand pay tables, the advantage of playing maximum [sic] coins, machine features, and other valuable information that will make your playing more enjoyable. (page 1, ¶ following "Slot Lessons")

(i) The Expert's Slot Machine Advice & Tips (attached) also recognizes the problem caused by complex pay tables. Specifically, this web page states:

There was a time when the slot machine was such an easy object to understand. The paytables were straightforward and the best way to play them tended to be fairly obvious. Now, the machines are a lot more complicated as the manufacturers strive to outdo each other with new feaures [sic], bonus rounds, paylines and a wide assortment of gimmicks. (page 1, ¶2)

(j) The Gaming Machines – Introduction (attached) also recognizes the problem caused by complex pay tables. Specifically, this web page states:

What works in one location may not work somewhere else and vice-versa. Many Americans are surprised by the lack in Australia of three reel slots such as "Liberty Sevens" or "Red, White and Blue" and the proliferation of multi-line, multiplier games with seemingly unintelligible paytables. (page 1, ¶2)

(k) Strictly Slots – As Far As I'm Concerned (attached) also recognizes the problem caused by complex pay tables. Specifically, this web page states:

Slots used to be easy to under-stand. Paytables were straight-forward, and the best way to play them tended to be fairly obvious. But about five years ago, the bandits began getting more complicated. And as one manufacturer strived to outdo the next, things got to the point where I couldn't figure some of them out. (page 1, ¶1)

(l) The problem of player confusion has risen to the level of litigation. For example, in James J. Aslin v. IOC-Kansas City, Inc., d.b.a. Isle of Capri, Complaint in the Circuit Court of Jackson County, Missouri at Kansas City, a casino patron sued a casino alleging that the patron was entitled to a higher payout than he received and that the payable was vague and ambiguous. This case was withdrawn with prejudice because the payable on the glass of the machine was correct and the patron was not entitled to the higher payout. Although the paytables displayed on gaming machine are clear and correct, many patrons find these pay tables complicated. Accordingly, there has been a long felt need for a better way to communicate pay tables to patrons. This is especially true as games become more and more complex.

(2) Per the Examiner's second suggested category of evidence, the attached Declaration under 37 C.F.R. § 1.132 of Susan Abernathy attests to the nature, volume, and duration of industry-wide reports from consumers (i.e., casinos) that suggest that gaming machine users (i.e., slot machine players) can become confused by complicated paytables. These reports are given to gaming machine manufactures from casinos to report player related incidents involving the manufacturer's gaming machines.

Accordingly, it is respectfully submitted that there is a long-felt need in the industry for the present invention and that the rejections of Claims 1 to 48 should be withdrawn.

An earnest endeavor has been made to place this application in condition for formal allowance and, in the absence of more pertinent art, such action is courteously solicited. If the Examiner has any questions regarding this Response, applicant respectfully requests that the Examiner contact the undersigned.

Respectfully submitted,

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Gaming innovations look for casino slots

Not long ago, I was asked to serve on a panel evaluating the most innovative casino products of 2001 for the trade publication *Casino Executive Reports*.

As I waded through the mountains of material manufacturers had sent in nominating their products, it was striking just how much came from the slot machine industry. There are other areas of innovation, much of it having to do with accounting



Gaming
john grochowski

systems. A good deal more involves the transition to cashless gaming—you can expect replacement of coin hoppers with ticket printers just about as quickly as regulators allow.

There were odd-ball products, such as a belt designed to hold coin cups, so players could walk with hands free. (Probably the wrong product for the wrong time, with cashless gaming on its way.) There were eyebrow-raising products such as the system that would allow players to access ATM accounts directly at a slot machine.

(Regulators already wary of ATMs on the casino floor would lose little time in shooting down that one.)

But the innovations that will be most obvious to the public come from slot manufacturers. These are some of the slot products that got my thumbs-up among the most innovative of 2001:

■ **Smart Touch**, by Sigma Game: Not a game, but a system that can be used with many games to eliminate confusion. Players who are confused by the

zig-zag paylines, scatter pays and special features of video slots will love Smart Touch. Just touch any symbol or icon on the screen, and up pops an explanation. If you're confused about the shape of payline No. 9, touch the icon for that payline and it'll be traced out, separate from the others. Or if you want to know the payoffs on any symbol, touch that symbol and you'll get a graphic on the screen. This moves slot machines

in a direction they need to go. Expect other manufacturers to follow.

■ **Winning Riches**, by Atlantic Video: Slots perform best as low-limit games, especially as nickel games. Multiline

video games have high hit frequencies, but low payback percentages and low volatility—they're even-keel games, allowing extended play, but with smaller than usual chances of hitting big jackpots. Winning Riches, with a 35-coin maximum bet, is designed for dollar players. At the top of its range of payouts, it returns 90 percent to players and has a 33-percent hit frequency that means fewer winning spins than on most video slots, but more than on most reel spins. It's a big step forward in trying to elude video to high-limit play.

■ **ETO Hybrid slot platform**, by Bally Gaming: This system, used for Bally's Popeye slots and other games, adds a touch-screen top box to reel-spinning games. That enables Bally to offer reel-spinning players the bonus rounds and interactivity usually

associated with video slots.

■ **Ray Charles What'd I Pay** slot, by Bally Gaming: A couple of extra innovative touches are added onto the ETO platform in this game, which uses Ray Charles music and graphics of Ray and the Rayettes. What'd I Pay has Braille lettering, and also has an audio assist function so that vision-impaired players can listen to explanations as they play.

■ **Sticks and Stones**, by Konami Gaming: Are you ready for reels that spin horizontally instead of top over bottom? That's what Konami has done with Sticks and Stones. Of course, if that was the only unique thing about the game, it would hardly be worth mentioning. But the format allows Konami to be creative

with the winning combinations.

Among the winners are stickmen, with head on top, body in the middle and legs on the bottom in a vertical column. It's a fun little variation that wouldn't rock with traditional forward-spinning reels.

■ **Big Top Circus**, by Sigma Game: Sigma had a number of interesting entries, and one of the most intriguing was this circus-themed game. Instead of three paylines—of five, nine or 20—there are 89 potential winning combinations on a Big Top Circus screen. Players choose symbols to bet on instead of looking for traditional paylines. It takes a few spins to get used to the difference, but then any player is an old pro. The concept can be adapted to any theme, and probably will carry out a nice little

in the marketplace.

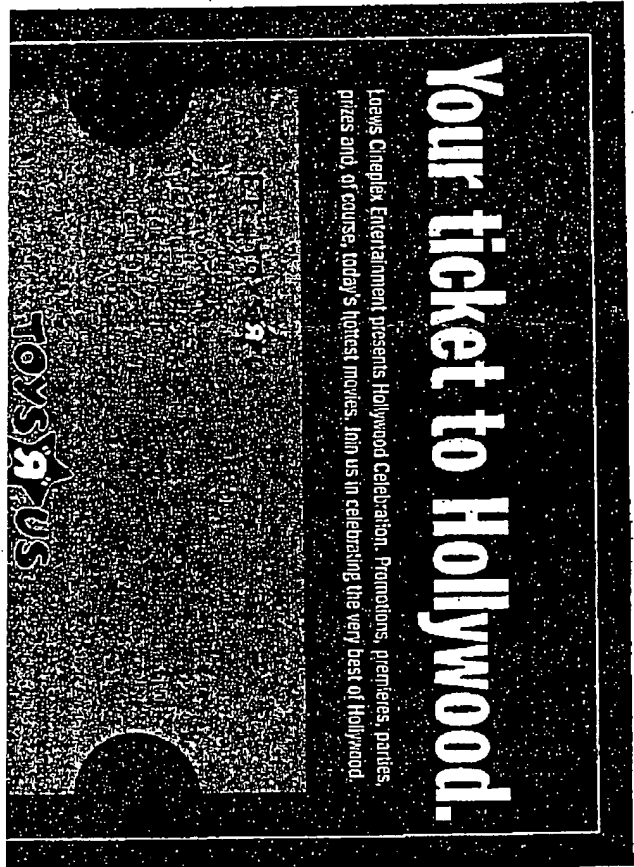
■ **Ripley's Believe It or Not**, by Milwaukee Gaming: Unlike many of the products mentioned here, players in the Chicago area already have seen Ripley's. The bonus round in which players are asked trivia questions with multiple-choice answers is a first. Slots with game show themes such as Jeopardy or Wheel of Fortune don't involve an actual test of knowledge. Ripley's does—the bonus is bigger for correct answers, meaning the knowledgeable player, or one who asks the right passers-by, gets a little extra out of the game.

■ **Ten-Seven Poker**, by Sigma Game: The most innovative video poker game entered dealer the player 10 cards. The player then chooses to keep seven, which are

then reshuffled and dealt out into five-card hands to determine payoffs. An interesting, fun new take on video poker.

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VICTOR H. ROYER

buttons, and is not sitting too high so I don't have to reach up to play it.

10. Finally, it is any kind of machine that does *not* have fixed seating in front of it. I absolutely *hate* machines which have fixed seats in front of them, because they are usually so badly designed that you can't play the game comfortably. As a possible 10(a), I also hate machines with small coin trays, or hard-to-reach coin drop pits, which is a distinct problem particularly on the slant-top machines.

Well, there it is: Vic's Top-10 list (with apologies to David Letterman). It may not be nearly as funny as his, but it is appropriate for what we are discussing. I will now explain in more detail what I mean by each of the items in this list and exactly what I mean by a "good" slot machine.

THE GOOD

Easy to Play and Understand

For a machine to be classified as "good" in my list of preferences, the game should be easily understood, and the machine should be easy to play. Some of the newest reel slots contain such a variety of symbols and pays that often it isn't immediately apparent what pays what, under which circumstances, and for how much. This makes it harder to make a valuing decision when considering your gaming investment.

Some other reel machines are what is called a "hybrid," which means that they are connected to another feature which is triggered by a specified symbol or combination of symbols on the base game. On some of these games it is not immediately apparent which symbols do this, and what constitutes the primary and secondary jackpot on the base game, what is the best jackpot on the bonus game, and, if the

machine is also a progressive, what wins the top progressive jackpot. Also, it is often not easy to determine whether any of these symbols substitute for the others, or are wild, or act as scatters. This can get very confusing. Yes, it is true that most of the popular slots aren't really hard to figure out, but there are enough of these confusing machines out there to warrant this segment.

Eventually you will be able to figure all this out, but usually you will have to start playing the machine first and find out as you play. This can cost you money. Even though most of this information is usually displayed on the machine (somewhere), often these explanations aren't clear enough or visible enough. You may think this is one kind of a machine, because it looks familiar, and you start playing it only to discover that this machine is different. This process of discovery has now cost you money, and it was not necessary. Those machines which I call "good" make it easy for you to find out. They have clear displays and show information you can find almost immediately, without having to look and investigate further. Some of the newest machines, and even some of the current and older ones, often pack so much information and so many game options into the machine that this information becomes harder to find. Also, many of the machines use large areas of their outward display for advertising and incentive purposes, leaving little room for game information.

This situation tends to get a lot worse on the video slots. These have such a huge variety of game, bonus, line, and play and pay options that it is just about impossible to find all this out without some intensive research and reading. Unfortunately, I can't write about every machine you may encounter, but the information I do present here should enable you to make better decisions, and make it possible for you to at least know where to look and what to look for. On the video slots, there are also "help" and "pay" screens, and

these can be quite helpful to you in finding out how this machine plays and what it pays and how. This is very important information for you to know before you ever make an investment in the game. Unfortunately, this information can often be very confusing and not well-written. Among the machines I call "good" are those whose play features can be easily recognized and quickly identified and whose games, bonuses, and pay structures are likewise easily seen and understood.

Good Variety of Pays

This can be simple or complex, but if the pays are easily understood and their function can be clearly seen, it doesn't matter if there are only a few or many. Some of the reel slots fall into this category, because their pay structure is so simple. For example, the double-up machines may have cherries, a single bar, a double bar, a triple bar, and the "double" symbols multipliers. And that's it. Very simple, very clean. With a simple glance at the machine's payoff information, you know exactly what pays what, when, and how. There are a variety of these kinds of machines, be they doublers, triple-pays, five-time pays, ten-time pays, or more, or whatever. Other kinds of reel machines are also quite simple. These may have "wild" symbols, and may also have the multiplier symbols, and the cherries and bars and that's it.

On the other hand there are also several reel slot machines whose pay scales and play options have become very complex. These machines usually have a combination of wild, multiplier and scatter symbols, along with cherries, bars, numbers, 7s, colored 7s, and various near-jackpots, tertiary, secondary, and primary jackpots with various combinations of this-and-that, and so on. These may look interesting, but they can be hard to figure out. They are not necessarily bad machines to play, but they can be harder to

understand. The harder they are to understand, the more time and thought you must commit before you make a financial investment in the game. Otherwise you are just tossing your money into the wind, hoping that some of it will land on a paying combination. That's not a very smart way to play slots. You should always *know* what the machine is, how it plays, and how it pays. You may choose to play it anyway, but at least you will have made that choice from an *informed opinion*.

The variety of pay situations becomes even more important for the newest video slots. On these games the varieties and options are so vast that it becomes even more crucial for you to *invest time to learn first*, and money to play only after that. Many of these games are so complex that most people simply don't know, or realize, what they have won, or how. That's bad. These players will not enjoy their gambling, and will likely lose a lot more money than necessary. As I mentioned above, these video slots usually provide quite extensive information in the "help" and "pay" menus, so look it up, read it, and *learn* before you play. A few minutes lost from your gambling time will mean a lot more gambling time in the end. You won't lose as much money, or as quickly, as you will if you play these games without *knowing anything*.

On these video slots, the variety of pays can often mean many very good opportunities for really good wins. Mostly, these multi-line multi-credit play machines will be nickels, with the possibility of wagering anywhere from the base one nickel per one payline, all the way to 250 coins on some machines for 20-line plays, or more. It all depends on the game, and the machine which supports this game. Some machines also offer multi-denominational games, and there you can actually select the value of your credits. You may be able to play for as little as one penny per credit to as much as \$5 per credit, with the possibility of wagering any-

where from one credit to 45 credits, 90 credits, 100 credits, and even more per pull. Among these games the variety of symbols which activate various pays, bonuses, and options are so vast that it is crucial you investigate this before playing. Always look at the payoff display first, as well as all of the bonuses and scatters, and everything else which that machine, and that game, does.

In particular, look carefully to see if this game pays less than the play credits for the smallest pays. Many of these machines tend to give "deceiving" pays, because they aren't really pays at all. For example, many of these machines will cost you 45 coins to play, as maximum per pull, but the most frequent pay they will give you is only 36 coins. So, in effect, you are losing 9 coins each time you get this "pay." That's not a pay at all. It does, however, contribute to the longevity of your play since you won't be losing so much all the time, but the point is that you will be losing. Unless that machine's pay schedule offers a series of pays which can be hit relatively easily and in cumulative combinations with other pays, and these pays add up to significant amounts to overcome the losses on those more frequent "phantom pays," then this machine is only an entertainment console which will amuse you, but will eat your money. These are not among the best machines you can select, even though their variety of pays may include them in this "good" category.

It is difficult to identify what a "good" machine is, because many of these newest video games really aren't that good, while others are a lot better than just "good" would indicate. The best gauge I can offer you is the simplest: familiarity. If you are familiar with the machine's game, or concept, or theme (and here I am speaking specifically about the newest video slots), then you can make better judgments about the game and how it may affect your abilities to win. Also, if the game's variety of symbols seems con-

fusing, it probably isn't the most viable candidate for your gaming investment, unless you are capable of performing the kind of research this game will require. This is called the game's "learning curve" and is often a problem for game designers. The question they often ask is: "How long will it take someone to learn this game and become sufficiently comfortable with it to invest their money and play it?" Well, that is largely subjective. Only you can answer that for yourself. I can give you guidelines, but the choice and decision and ability to follow these guidelines must be your own.

So for reel slots, look for a variety of symbols, pays, and bonuses which are easily identified and understood. For video games, look for familiar themes, or games, and always invest the learning time first, by reading the pay information, bonus information, and help screens before you invest your money. Following these simple tools will allow you to find the best variety of options on the slots, as well as the best investment for your gaming dollars.

Frequent Pays

Among reel slots, this means a machine which will hit at least the very minimum pay once about each four pulls, on average. This may seem aggressive, but if you keep count of how many spins you make before you get a pay, what this pay amount was, and how many spins before the next pay, and what *that* amount was, and so on, you will come to an average of a pay once about each 3.4 pulls, for an average pay of 6.8 coins (for 2-coin reel slots). I have played tens of thousands of pulls on such machines. When I was working as a consultant to the casino industry, part of my task was to research slot machines, players' habits, machine pays, and so on. During these years I have accumulated data from hundreds of thousands of slot players and millions of slot pulls. On the 2-coin reel slots, which are the only reel slots

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This is a small sampling of what's in the Slot Machine Report

Needless to say the real bacon is in the full version of the Report.



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Contents of Slot Machine Report

Slot machine history -- State statistics of CT, NJ, NV -- Random Number Generator -- Progressive VS Non -- Old slots -- Dea table -- State statistics AZ, IN, SD -- 440 to 1 & Canada -- Table VS Slots -- IGT hit chart 8 Jurisdictions -- Sizzling 7s -- Mal your day -- Ten Times Pay -- Malfunctions -- Double - Triple Diamonds -- Table - Progressives -- Five liners -- Biggest fallac -- Nine liners -- Playing times -- Game results -- Action factor -- IGT MegaJackpots -- Free tips and advice -- States with MegaJackpots -- Best locations -- Newer IGT games -- Spins per minute -- Popular IGT games -- In-depth study -- Bally gam -- Slot systems -- Bally statistics -- American Indian -- Bally video games -- Slot clubs -- High denomination -- Player clubs -- Betty Boop -- Misc. Info. -- Terrific machines -- Canadian statistics -- Williams Gaming -- True stories -- Aristocrat Inc. -- Trivia -- Game statistics -- Freebies - Books -- The odds -- Summary

Legalized gambling in the United States dates back to the early 18th century of the colonial-era when lotteries were used to fund road construction projects, the construction of public buildings and other common interest projects. One notable project was the funding of several buildings at Harvard and Yale (today, universities).

By 1776, each of the thirteen colonies had several lottery games in operation but massive abuse of the funds including those of Louisiana's nationally state-operated lottery forced the federal government to outlaw lotteries in the 1870's. Several lotteries continued to exist so the federal government outlawed the use of U.S. mail for lotteries in 1890.

In 1895, the federal government enacted new laws prohibiting the shipment of lottery tickets, all forms of lottery advertising and the sale of tickets across state lines. The ban remains in effect today. In 1964, New Hampshire started the first state-operated lottery followed by New York in 1966, and New Jersey in 1970. Currently there are 37 states and the District of Columbia with state-operated lotteries. Ticket sales increased from \$2 billion in 1973; to over \$34 billion making lottery game the most widespread form of gambling in the United States before casino gambling spread throughout the country.

SLOT MACHINES

A number of slot machines were designed and manufactured in the 1800s, but none of them became popular until Charles August Fey of San Francisco introduced his "Liberty Bell" design in the late 1880s. Fey's ingenious idea of including the patriotic Liberty Bell symbol, three individual spinning reels, and a machine that paid winners in cash instead of cigars or drinks became an instant hit among gamblers. Fey's design set the standard for manufacturing slot machines. Each spinning reel on a nickel machine included ten different symbols making the odds of lining up three matching symbols one thousand to one.

Fey's design only showed one set of symbols in the pay window. Mills increased the size of the window to not only show the payline but the near misses above and below the payline to entice gamblers to continue playing.

On the first machines manufactured patrons found they could easily activate the machine's reels by dropping a coin with a hole in it and a string attached to it down the coin chute, pull the coin back out and repeat the process to cheat the machine. Some used slugs (round metal disk), foreign coins (same size and weight), flat metal bars (in the coin chute to push the levers downward) or flexible grab hooks (shoved upward through the coin tray to pull the levers downward) to activate the reels so manufacturers installed slanted coin chutes and other safety devices to prevent cheating.

The early gear driven spring operated "one-arm bandits" were so easy to manipulate not to pay patrons it became necessary for the Federal Government to outlaw them in 1951, in every state except Nevada where gambling was legalized in 1931.

As time progressed multi-line machines and machines that paid from left to right or right to left were introduced as well as machines with up to eight individual spinning reels. It was quite common for machines to have five spinning reels in places like Australia because they're machines where designed to play poker which required five reels. The machines were called "Pokie" and could be found in any type of business establishment on the continent.

During the mid-1970s electro-mechanical machines replaced the old spring operated gear driven one-armed bandits by using relay switches and servos to stop the wheels from spinning. This system started the evolution of multi-line, multi-pay machine with in-house progressive jackpots. During the late 1970s the first computerized system was invented, but flawed, because the spinning reels didn't stop where they were suppose too. The system was finally perfected in 1984.

By utilizing these modern techniques manufactures were able to increase the size of progressive jackpots on individual machines and link similar in-house progressive machines together not only in their own casinos but state wide. An exception to this is the Native American progressive jackpot systems that are linked together in eleven states.

The technology of the 1990s allowed manufactures to create a number of innovative video games with smooth graphics and stereo sounds by incorporating the use of CD-ROM's. Smart, creative computer technicians incorporated several popular games of the past into their designs to create the Addams Family, Bingo Bonus, Chicken, Elvis, Garfield, Jackpot Party, Monopoly, Roll The Dice, Slotopoly, Wheel of Fortune and similar games, to make our trips to the casino more enjoyable, and to increase the casinos profits.

To give you an idea of what can happen to a bankroll we charted 5,200 spins on a two-coin Sizzling 7 machine

Our chart code:

7 = a red seven; S = a sizzling 7; Triples = 3 triple bars; Doubles = 3 double bars; Broke = had to add 500 credits to continue

Hit	Credit	Spin #	Hit	Credit	Spin #	Hit	Credit	Spin #	Hit	Credit
	451	0050		435	1324	Triples	600	2638	777	205
7S7	465	0072	S77	461	1350		553	2650		196
SS7	502	0100		416	1385	S&S	543	2700		127
	488	0150		331	1400		528	2736	Triples	185
	403	0192	Triples	372	1431	7S7	531	2750		167
77S	414	0200		360	1450		505	2792	Doubles	148
	395	0231	777	425	1481	777	593	2800		132
S77	441	0250		397	1500		555	2808	777	222
SS7	481	0289	777	449	1550		495	2810	Doubles	268
	425	0300		442	1600		431	2850		238
	347	0317	Triples	513	1650		362	2858	S7S	277
777	429	0350		472	1685	77S	367	2869	777	370
	482	0391	Triples	505	1690	777	462	2872	S77	414
Doubles	388	0400		487	1700		447	2900		378
	382	0450		413	1731	777	510	2950		309
S77	423	0466	S77	447	1750		492	2990	7S7	304
	367	0500		404	1771	777	562	3000		284
	292	0506	Triples	492	1800		534	3006	77S	327
	263	0550		444	1811	777	617	3050		265
	193	0600		345	1827	7S7	641	3100		196

	133	0650		264	1850		621	3150		131
777	231	0667	777	341	1873	77S	655	3159	777	223
	143	0700		315	1900		631	3188	77S	236
777	187	0729	77S	312	1930	Doubles	636	3200		232
	183	0730	777	410	1950		611	3250		163
77S	211	0750	S*S	375	1961	7S7	644	3300		104
Doubles	231	0800		325	2000		586	3350		019
777	317	0815	77S	350	2017	777	663	3362	Broke	000
	309	0850		292	2050		627	Added	500	Credits
	249	0900		217	2100		569	3400		454
777	328	0916	777	290	2150		524	3450		379

Results of the first 1,300 spins

Starting with 500 credits the Sizzling Seven 2-coin machine gobbled up 250 of our credits during the first 1,300 spins. The three red sevens stopped on the payline seven times, three mixed sevens (red sevens and Sizzling sevens) eight times, triple bars never hit, double bars hit six times and single bars hit once. The three Sizzling Seven's worth 1,000 credits never hit even though they came close to the payline nine times. The three mixed bars (singles, doubles and triples) hit 187 times. No symbol (three blanks) on the payline 5 times. The closest the machine came to hitting the three Sizzling Sevens was when a Sizzling 7 a blank and another Sizzling 7 stopped on the payline on the 750th spin of the second 1,300-spin session. The majority of the time when the two triple bars stopped on the payline they stopped with a single bar awarding five credits or a blank symbol without any credits.

Summary	Type of hit	# of times hit	Credits per hit	Total credits
of 1,300 spins	3 red sevens	7	100	700
	3 mixed 7's	8	50	400
	3 triple bars	0	100	0
	3 double bars	6	50	300
	3 single bars	1	10	10
	3 mixed bars	187	5	935
	3 no symbols	5	1	5
Grand Total		hits		Bet
				Won
				Diff.

The 214 hits averaged 10.98 credits per hit, half of what was needed to break even.

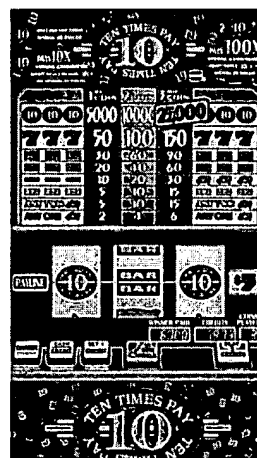
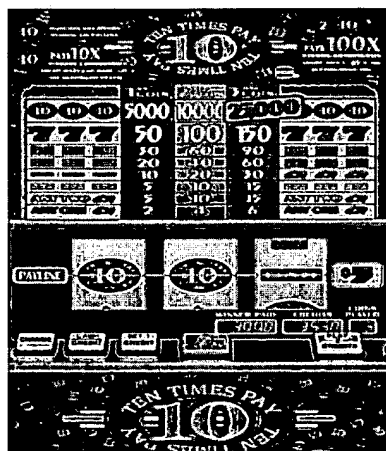
The machine did not pay 1,086 times or 83.54% of the time. The hit racial was 16.46%.

The next day we were only going to chart another 1,300 spins and quit but the machine gobbled up the entire 500 credits after only 1,281 spins so we added another 500 credits to finish the last 19 spins. The final 19 spins paid us a total of 28 credits. For the 2,600 spins, a total of 722 credit's were lost ($250 + 500 - 28 = 728$).

If you only bet one coin at a time you'll only be paid for the bar combinations and none of the sevens. To get paid for the various seven combinations you have to play two coins. If you're a one coin player, play a different type of a machine where you get paid for the various combinations that do hit.

For example the Wild Cherry machine pays 1,000 coins if you hit the three Wild Cherry symbols on the payline, 200 coins if they're within one position of the payline. To entice you to play two coins instead of one the machine offers you a 25% bonus. Instead of receiving 1,000 coins for the first coin played and another 1,000 coins for the second coin played, the machine pays you an extra 500 coins (25% of 2,000) for a total jackpot of 2,500 coins. If the three Wild Cherries are within one position of the payline you'll receive 500 coins instead of 400 (200 + 200).

To further entice you to play the third coin the machine pays 10,000 coins for having the three Wild Cherry symbols on the payline and 1,000 coins if the three symbols are within one position of it. That's a whopping bonus of 333.33 percent ($1,000 + 1,000 + 1,000 \times 333.33\% = 10,000$) or a bonus of 66.7% ($200 + 200 + 200 \times 66.7\% = 1,000$).



100 Times 30 credits = 3,000 credits

100 Times 60 credits = 6,000 credits

The Ten Times Pay machines are like the rest of the bonus machines. You'll have hundreds of near hits before you actually win a bonus round. The majority of the time the bonus symbols will be above or below the payline, scattered throughout the reel window. The near hits of tens above or below the payline are to entice you to keep playing until you go broke.

Double Diamond - Triple Diamond machines

Double Diamond machines pay twice as much if you have two bars, two sevens or at least one cherry on the payline with a Double Diamond symbol. Example: If you have two single bars on the payline with one Double Diamond symbol you'll be paid 60 credits (2 X 30) on a 3-coin machine instead of thirty (1 X 30) for only having the three single bars.

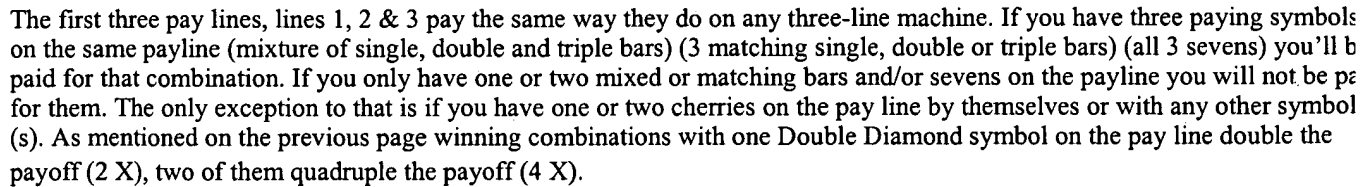
If two Double Diamond symbols stop on the payline with a cherry, a bar or a seven, you'll be paid four times the winning combination. If you have two Double Diamond symbols on the payline of a three-coin machine with a single bar you'll be paid 120 credits (4 X 30). These are nice bonus and hits that you'll need to play longer.

Multiple Line machines

A lot of people are still confused on how multiple line machines pay. The casinos have three-line, five-line and nine-line machines. Besides being marked with how many coins you're required to play to win the top jackpot, the lines on the glass in front of the reels, and lines on the top glass panel show you where the symbols have to stop for you to win.

Make sure you understand how many coins are required to play the machine before you start to play it. The majority of the newer nine-line machines require you to play five coins on each line for a total of forty-five coins per spin to win bonus round or the jackpot. On a nickel machine that's \$2.25 a spin, twenty-five cent machines \$11.25. If that's too rich for your blood don't play them, look for machines that require fewer coins.

Five line machines



Payoffs on five-line and nine-line Diamond machines

5-Line Machine	Credits	9-Line Machine	Credits
1 Cherry		3 Any Bar	
2 Cherry – 3 Any Bar		3 Single Bars	
3 Cherry – 3 Single Bars		2 Triple Diamonds	
3 Double Bars		2 Double Bars	
3 Triple Bars		3 Triple Bars	
3 Sevens		3 Red Sevens	
3 Double Diamonds – Line 1		3 Triple Diamonds Line 1, 2, 3, 4 or 5	
3 Double Diamonds – Line 2		3 Triple Diamonds Line 6, 7, 8 or 9	
3 Double Diamonds – Line 3			
3 Double Diamonds – Line 4			
3 Double Diamonds – Line 5			

We charted the following results on 26 machines. Some machines got hot after the test. A Triple Diamond machine hit three Triple Diamond symbols on the middle payline for \$10,000 and ten minutes later it hit a Red Seven and two Triple Diamond symbols for another \$4,500.00. Another machine paid out 600 credits (\$3,000) within a 3-minute period then took it all back.

Machine charted	Max. coins req.	Total hits	# Times paid 1-10 credits	# Times paid 11-20 credits	# Times paid 21+ credits	Original Bankroll	Bankroll after 100 spins	Won/lost # credits
4 th of July	2		25 (10X10)	00 (*14X2*)		200		
5 Times Pay	5		09 (9X10)	00		500		
5X Diamonds	3		06 (6X6)	03 (3X15)		300		
Balloon Bars	2		25 (4X10)	03 (3X20)		200		
Blackjack	1		16 (10X5)	00		100		
Candy Bars	2		14 (7X10)	01 (1X 20)		200		
Casino Night	2		10 (8X4)	01 (1X 20)		200		
Db Dia Deluxe	5		04 (4X10)	00 (*3X25*)		500		
Dbl Diamonds	3		08 (8X6)	11 (11X15)		300		
Double Bucks	3		03 (3X6)	04 (3X15)		300		
Haywire	2		10 (7X10)	01 (1X20)		200		
Hot Peppers	3		13 (5X6)	08 (8X15)		300		
Red W Blue	3		06 (3X6)	10 (10X15)		300		
Sizzling 7's	2		15 (13X5)	00 (*3X50*)		200		
Spin Til Win	2		18 (4X10)	01 (1X20)		200		
Ten Times	3		13 (13X6)	03 (3X15)		300		
Triple Dia.	2		11 (9X10)	01 (1X20)		200		
Wild Cherry	3 (a)		07 (7X6)	11 (11X15)		300		
Wild Cherry	3 (b)		15 (15X6)	09 (9X15)		300		
Db Db Dia.	3Line		32 (27X2)	05 (5X20)		300		
Red W Blue	3Line		24 Blanks	00 (*2X25*)		300		

Triple T Dia.	3Line		39 (23X2)	01 (1X20)		300		
Db. Diamond	5Line		41 (14X10)	05 (5X15)		500		
5 Times Pay	5Line		64	02 (2X11)		500		
Triple Dia.	5Line		37	05 (5X20)		500		
Triple Dia.	9Line		25	09		900		

Single payline games unless noted. (a) Yellow Wild Cherry game. (b) Black Wild Cherry game.

Explanation of the chart -- The 2-coin Balloon Bar machine gave the player a total of 28 hits. The machine paid the player one to ten coins 25 times during the 100 spins. Four of the hits paid ten coins (4X10); three of them paid twenty coins (3X20), nor of the hits paid over twenty coins. The original bankroll of 200 coins (\$1,000) gave the player a profit of 26 coins (\$130). In some cases we had to use another column to let you know how many hits were made and the number of coins won. If you see something like a (*2x25*) the results actually belong in another column that we didn't have room to put it in. The Triple Dia. (Triple Diamond) 9 Line (final entry) had 3 hits with over 21 credits. Due to the lack of space in the column we had to list it as 30/30/35, meaning the machine paid 30 coins twice and 35 coins once.

Looking down the left column you'll find the 3-line Db. Db. Dia. (Double Double Diamond) machine had thirty-eight hits, 27 of them only paid two credits each time it hit for a total of 54 credits. Five of the hits paid twenty credits each time and only one hit paid 120 credits. The 100 spins showed a profit of \$90.00 (16 credits).

The nine-line Triple Diamond machine was in a losing cycle. We'll call the player Mary. Mary only had a total of 37 hits on the machine. Twenty-five hits paid less than 10 credits, nine 15 or 20, two 30 credits and one hit paid 35. Mary ended up losing over half of her money. Her \$4,500 bankroll (900 coins) was reduced to \$2,100 (420 coins) after 100 spins. She lost \$2,400 (480 coins) during the 100 spins.

Instead of quitting Mary continued to play the machine and the RNG lined up three Triple Diamond symbols on the center payline for 2,020 credits (\$10,100). After the hit she had a total of 2,191 credits (\$10,955), a profit of \$6,455. Instead of cashing out Mary continued to play the same machine. Ten minutes later she hit a Red Seven, Triple Diamond, Triple Diamond combination giving her another nine-hundred credits for a total of 3,047 credits worth \$15,235, a profit of \$10,735.

What do you think Mary did? Did she continue to play? Or did she quit and walk away a winner?

Megabucks

If you can afford to wager \$3.00 a spin on a "Super Megabucks" progressive machine and don't mind playing a machine with odds of millions to one against you, give it a whirl. You just might be lucky enough to be playing the machine at the "precise second the RNG picks" the winning combination. Don't forget that all "four" reels with the Super Megabucks symbol have to line up on the third payline at the same time for you to win the Super Megabucks jackpot. If they line up on the centerline you win \$5,000, on the top line \$10,000. The 4-reel 3-coin jackpot starts at \$10 million.

Another version of Megabuck's is the 3-coin 3 reel \$1 "Megabucks" multimillion dollar "Triple Diamond" game manufactured by IGT. If you're only playing one-coin and the RNG lines up all three Megabucks symbols on the payline you'll win \$5,000, with two-coins \$10,000, with all three-coins "both" progressive jackpots. Yes the game has, and pays you two progressive jackpots instead of one. "A nice bonus feature!"

(1)	5¢ Wheel of Fortune	(1) (3)	5¢ Wheel of Fortune	(2)	25¢ Party Time
California	(2) (3) 25¢ Elvis	(3)	25¢ Wheel of Gold		25¢ Quartermania
(3)	25¢ Jeopardy	Louisiana	(2) 5¢ Addams		25¢ Quarters

			Family		Deluxe
(3)	\$1 Megabucks		50¢ Fabulous 50s	(2)	25¢ Slotopoly
(3)	25¢ Quartermania		\$5 High Roller		25¢ Wheel Fortune
(3)	25¢ Wheel of Fortune		25¢ Jeopardy		\$1 Wheel of Fortune
(3)	\$1 Wheel of Fortune		\$1 Megabucks	(1)	5¢ Wheel of Fortune
(1) (3)	5¢ Wheel of Fortune	(2)	25¢ Party Time		25¢ Elvis
(1) (3)	25¢ Wheel of Fortune		25¢ Quartermania		50¢ Fabulous 50s
Colorado	5¢ Colorado Nickels		25¢ Wheel of Fortune		25¢ Jeopardy
	\$1 Megabucks		\$1 Wheel of Fortune		\$1 Megabucks
	25¢ Quartermania	(1)	5¢ Wheel of Fortune		\$1 Wheel Fortune
(1)	5¢ Wheel of Fortune	(2) (3)	25¢ Elvis	(1)	5¢ Wheel of Fortune
Connecticut	(2) (3) 25¢ Elvis	(3)	25¢ Jeopardy		25¢ Wheel of Gold
(3)	25¢ Jeopardy	(3)	\$1 Megabucks	(2)	5¢ Adams Family
(3)	\$1 Megabucks	(3)	5¢ Nickel Mania	(2)	25¢ & \$1 Elvis
(3)	25¢ Party Time	(3)	5¢ Super Nickelmania		25¢ Jeopardy
(3)	25¢ Quartermania	(3)	25¢ Wheel of Fortune		\$1 Megabucks
(2) (3)	25¢ Slotopoly	(3)	\$1 Wheel of Fortune		5¢ Nevada Nickels
(3)	25¢ Wheel of Fortune	(3)	\$5 Wheel of Fortune		5¢ Nickels Deluxe
(3)	\$1 Wheel of Fortune	(1) (3)	5¢ Wheel of Fortune	(2)	25¢ Party Time

States with IGT Megabuck jackpot games

Games in	Type of game	Games in	Type of game	Games in	Type of game
NJ Continued	25¢ Wheel of Fortune	North Dakota	(2) (3) 25¢ Elvis	(2) (3)	25¢ Party Time
	50¢ Wheel of Fortune	(3)	25¢ Jeopardy	(3)	25¢ Quartermania
	\$1 Wheel of Fortune	(2) (3)	25¢ Slotopoly	(2) (3)	25¢ Slotopoly
	\$5 Wheel of Fortune	(3)	25¢ Wheel Fortune	(3)	25¢ Wheel Fortune
	5¢ Wheel of Fortune	(3)	\$1 Wheel of Fortune	(3)	\$1 Wheel Fortune
	25¢ Wheel of Fortune	(1) (3)	5¢ Wheel of Fortune	(1) (3)	5¢ Wheel Fortune
New	(2) (3) 25¢/ 50¢	Oregon (3)	50¢ Fabulous 50s	(3)	25¢ Wheel of

Mexico	Elvis				Gold
(3)	50¢ Fabulous 50s	(3)	\$1 Megabucks		(2) (3) 25¢ Elvis
(3)	\$5 High Rollers	(3)	5¢ Nickel Mania	(2) (3)	\$1 Elvis
(3)	25¢ Jeopardy	(3)	25¢ Quartermania	(3)	50¢ Fabulous 50s
(3)	\$1 Megabucks	(3)	Super Nickelmania	(3)	\$5 High Rollers
(3)	5¢ Nickel Mania	(3)	25¢ Wheel of Fortune	(3)	25¢ Jeopardy
(2) (3)	25¢ Party Time	(3)	\$1 Wheel of Fortune	(3)	\$1 Megabucks
(3)	25¢ Quartermania	(3)	5¢ Wheel of Fortune	(3)	5¢ Nickel Mania
(2) (3)	25¢ Slotopoly	South Dakota	25¢ Jeopardy	(2) (3)	25¢ Party Time
(3)	5¢ Super Nickelmania		25¢ Wheel of Fortune	(3)	25¢ Quartermania
(3)	25¢ Wheel of Fortune	(1)	5¢ Wheel of Fortune	(2) (3)	\$25¢ Slotopoly
(3)	\$1 Wheel of Fortune	(2) (3)	25¢ Elvis	(3)	5¢ Super Nickel -M
(3)	\$5 Wheel of Fortune	(3)	50¢ Fabulous 50s	(3)	\$25¢ \$1 W Fortune
(2) (3)	5¢ Wheel of Fortune	(3)	25¢ Jeopardy	(1) (3)	5¢ Wheel Fortune
(3)	25¢ Wheel of Gold	(3)	5¢ Nickel Mania	(3)	25¢ Wheel of Gold

Some of IGT's casino games

Name of game	Game comments
5 Line Double Diamond Mine	Diamonds appearing on payline are stored in a mineshaft.
Cash Advance (\$1)	Cash Advance symbols in any position take you to a bonus round.
Chainsaws & Toasters (\$1)	Get a Chainsaw symbol and you could win a 5 times jackpot.
Cigar (25¢)	Designed after the Double Five Times Pay games – no need to smoke a cigar to win.
Cleopatra	9-line video game with ancient Egypt reels. Bonus round might give you
Dick Clark's New Year's Eve	5-line - 45-coin video. Scatter Pay symbols on at least 3-reels take you to NY's countdown.
Double Diamond 2000	5-line - 9-reel video. Five jewel boxes on payline in any position take you to bonus round.
Double Pay Poker	Video - Pays you for any winning hand on initial deal before you draw additional cards.
The Adams Family	Video 9-line - 45-coin. Several bonus features. Fry Fester, Pick to Win & Market Madness
The Munsters	Video 25-line - 5 reel with option to bet up to 125-coins. Based on TV series.
Wheel of Fortune	Video 9-line - 5-reel - 45-coin. Both progressive and non-progressive games are available.

Popular IGT games

Top payout for	1 Coin	2 Coin	3 Coin	4 Coin	5 Coin	Comments

4 th of July	500	5000				Rockets move up or down if within one position of payline. Spin symbol re-spins until you win something.
4 th of July	500	1000	10,000			3-7s Red, White & Blue in this order needed for jackpot
Diamond Fives	2000	5000	15,000			Diamonds wild. 1 pays 5X, 2 pay's
Double Diamond	800	1600	2,500			Double Diamond wild. 1 pay's 2X, 2 pay's
Haywire	500	1600				Wild symbol wild. Certain combinations repeat payoff.
Haywire	500	1000	2,500			As above
Hot Peppers	1000	2000	10,000			Double Pepper wild. 1 pay's 2X, 2 pay's 4X on payline.
Red, White & Blue	2400	4800	10,000			This version has the payoffs listed in separate columns. With one-coin you can win up to 2,400-coins.
Sizzling 7's	100	1000				If you play one coin you will never win over 100-coins.
Sizzling 7's	60	500	1,000			If you play one coin you will never win over 60-coins.
Spin Til U Win	500	1000	2,500			("Spin Til You Win") as above.
Ten Times Pay	5000	10,000	15,000	20,000	25,000	Three Ten Times Pay symbols wins jackpot on payline.
Triple Triple Diamond	5000	10,000	15,000			One Triple Triple Diamond pays 9X the combo, two pay times comb, all three pay the jackpot
Wild Cherry	500	1000	1,500	2,000	10,000	Yellow Wild Cherry – pays on payline only.

Information in this report is provided for informational and comparative purposes.

Bally reel games

Blazing 7s	5-reel 9-line. Devil symbols with MoneyBags multiple payoffs. 7 - 7's awards
Blazing 7s Double	3-reel 3-coin. One Double Jackpot symbol pays 2X, 2 pay 4 times. Jackpot -coins
Blazing Seven Times Pay	One Blazing 7 Times Pay symbol pays seven times, two 7 Times Pay symbols pay times
Five Times Pay	Various colored 7s pay different prizes. 1 -5X pays 5 X's, 2 - 25's, 3 - 5's pays coins
Roaring 20s	3-coin Star-shaped Roaring 20's game with ragtime music. Bonuses of 20 to 200 coins.

Game comments

Bally video games

Blazing 7s	5-reel 9-line. Devil symbols with MoneyBags multiple payoffs. 7 - 7's awards
Silver & Gold	5-reel 9-line game with treasure chest that spill out coins for certain combo's. 5 X feature.
Super Bonus Poker	Play up to 4 hands. Paybacks 101.43% to 106.31% on optimal play. Max bet 20 per hand.

Bally games

Bell Ringer	Carnival hammer to ring bell type game. Bonuses of 10 to coins if max. coins played
Betty Boop's Double Jackpot	Hit frequency ranges from % to %. Game offers 10,000-coin secondary jackpot
Born to Boop	Hit frequency % to %. When Betty star symbol appears goes into mystery spin
Gamekeeper	Video machine with a variety of games to choose from. Games vary from casino to casino
Let's Make A Deal	5-line 5-reel. Open Monty's Cookie Jar, Piggy Bank, door 1, 2 or 3 to win a mystery prize

Statistics of Bally games

Bally games	Max coins played	Min Pick	Max pick	Min % Return	Max % Return	Top Award Pd. in coins
3 Way Keno	3	7 #'s	7 #'s			9,425
3 Way 6 Spot Keno	3	6 #'s	6 #'s			1,670
	Max coins	Basic %	Max %		Top Award (Hits)	Cycle
Coverall Bingo	5				4,000 (1)	203,490
	Max coins	Basic %	Optimal %	Game	Actual Range %	Top award
	10					4,000
	5	95.36	96.58	5/8	93.86-95.08	4,000
	5	96.44	97.68	5/9	94.94-96.18	4,000
Full House Frenzy	100					4,000
Triple Poker Nickel	100					4,000
Bally Games	Max coins	Basic %	Max %	Hit Freq.	Top Award (Hits)	Cycle
Wake the Genie	5			12.85	10,000 (32)	33,554,432
Wild Fruit Bars	3			15.48	1,000 (8)	125,000

What the charts and data mean

Max coins -- maximum amount of coins you can wager during one game. Basic % and Max % -- average percentage of money returned to players over a long period of time. The difference between the percentages shown and the amount of money actual played in the machine is the casinos potential profit before expenses. Hit Freq. -- overall average of how often a player can expect to hit a winning combination over a long period of time. Top Award -- highest payout a machine will award a player for lining up a winning combination on the payline while wagering maximum coins.

Hits & Cycle -- number of players that should win the top award from the very first combination programmed into the software to the very last combination programmed into it. Think of a cycle as a calendar year. The year starts on January 1st (the beginning of the year) and ends on December 31st (the end of the year). When January 1st rolls around again it's the beginning of a New Year, a new cycle, everything starts over again.

Bally Video games	Max coins	Basic %	Optimal %	Actual Range %
Bonus 5 Way	5		N/A	
Bonus Draw Poker - Jacks, Queens, Kings & Aces 5/8 Bonus	5			

Jacks Are Better Bonus Jacks or Better 5/8 Bonus	5			
6/9 Bonus	5			
5/6 Bonus	5			
Triple Poker Bonus Jacks or Better 5/8 Bonus	5	96.93	98.16	
5/9 Bonus	5	98.01	99.24	

Should you play one coin or maximum coins? In the Single Zero Roulette - Boxcar Bonus charts the payout percentage is the same for playing one coin as it is for maximum coins. In the Diamonds & Devils - Y2K charts the percentages and hit frequencies are higher for playing maximum coins. I've probably hit as many seven combinations with one or two coins as I have with maximum coins. The main difference is you'll spend less, win less with one coin than you will by playing maximum coins. ** Never play less than maximum coins on progressive machines, machines similar to the Sizzling Sevens **

Single Zero Roulette		First coin 97.30%		Max coins 97.30%	
Boxcar Bonus	1 st coin 92.24-96.27%	Max coins - Same %	Hit Freq. 16.47%	Top award 5,000	Cycle 9,765,625
Diamonds & Devils	87.72-89.99	94.08-96.01	16.87-17.06	15,000	16,777,216
Y2K	87.20-95.25	89.09-97.21	36.98-39.15	4,000	373,248

Do high denomination machines payoff more frequently than lower denomination machines do?

Hi denomination game	Coins	1 st coin %	Max coins %	* Hit Freq. %	Top Award (hits)
24 Karat Double	2	93.74-94.29	95.37-95.60	11.69-28.37	2,000 or 5,000
24 Karat Wild	2	91.84-95.21			1,000 or 5,000
Black Gold Fifty Grand	3	92.24-96.21	93.01-96.97	11.80-12.16	10,000
Black Velvet	2	91.29-95.33	92.93-96.98	15.65-21.34	2,000
White Lightning	1	94.43-96.22	94.43-96.22		500 (2)
	2	96.14	96.14		1,000 (2)
	3	85.75-96.67	85.94-96.87	34.04-36.75	1,000 (6) (24)

If a casino has three Black Gold machines one might return 82.33 percent, another 96.81 percent, the third somewhere in between, or all three only 82.33 percent. They may look identical but that doesn't mean they pay the same percentage. Keep in mind these are only averages. Actual percentages could be as low as the gaming commission in the state the machine is in allows. In Nevada slot and video machines can be programmed to return as little as 75% of the money the machine takes in.

Bally Option games	Coins	1 st Coin %	Max. coins %	Hit Freq. %	Top Award (hits)
Black & Gold Magnificent 7's	3	89.78-91.95	90.68-95.26		10,000 (1)
Firecracker	2	85.66-94.73	86.08-97.47		2,400 (8)
Grand Slam (Baseball)	2	88.74-96.99	89.35-97.07	31.25	1,199 (1) or (8)
	3	86.89-94.98	88.92-97.02	45.31	2,400 (4)
Plum Crazy	2	85.29-95.91	85.93-96.81	35.91-39.29	1,000 (3)

Roaring 20's	3			4,000 (8) (12)
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Betty Boop & Bell Ringer games

Bally game	Coins	1 st coin %	Max coin %	Hit Freq. %	Top award - Hits	Cycle
Bellringer	2	83.67-83.86	89.00-93.99	15.63-15.90	4,000 - 4	924,800
Betty Boop's Love Meter	2	83.67-83.86	89.00-93.99	15.63-15.90	4,000 - 4	924,800
Born To Boop 5¢	5					
25¢	3				Top award is 4000	credits
Betty Boop's Double Jackpot	5¢ 5					
Betty Boop's Big Hit 5¢	5			18.37		
\$1.00	2			18.80		
Betty Boop's Roaring 20's 5¢	5					

Since I feel the hit frequency and number of combinations are the most important I'm going to leave the other data out.

Game (# coins in next column)	#	Hit Freq.	Combos	Game	#	Hit Freq.	Combos
Black & White Dbl. Jackpot	2	13.92-15.14		Diamonds	3	20.26-22.21	
Black & White 5 Times Pay	2	14.97-16.44		Blue background	3		
Black Gold Five Grand	3	10.82-11.80		Triple Blazing Diamond	2	14.33-15.95	
Blazing 7 Times	2			Jackpot with	3		
	3	14.33-15.12	512,000	Kilroy	5		
Deuces Wild	2			Double	3	13.48-15.40	
Diamond Winners	2	12.10-12.84		Triple Blazing 7's Reels	2	19.79-21.40	

Nickel machines

America's favorite machine is still the nickel machine. For quite a few years it was becoming harder and harder to find them because casinos were replacing them with twenty-five cent and dollar machines to increase profits. After numerous complaints from customers, especially seniors on bus tours, the casinos finally gave in and expanded their selection and count of nickel machines.

While casinos still didn't want to install low profit nickel machines that take up as much space and use as much energy as more profitable machines, they found they were losing thousands of customers that couldn't afford to play higher denomination machines. Using technology similar to Aristocrat Inc.'s, gaming manufacturers designed video games requiring players to wager as many as 500 coins per spin.

Just the thought of having a variety of nickel games to play intrigued many until some realized the actual investment required to play the full game with bonus rounds. Some still wager one nickel per payline while others play as many as possible which amounts to forty-five (\$2.25) or ninety nickels (\$4.50) per spin on the majority of the newer machines.

Terrific machines to play

*** Monopoly Games (v) =Video version**

Name of game	Description
* Advance to Boardwalk	3-reel 4-coin slot machine game with a full size Monopoly game board with bonuses
* Chairman of the Board (v)	5-reel 9-line with wild symbols, bigger bonuses. Get 3 Mr. Monopoly go into bonus round
* Chairman of the Board	3-reel game. Three Mr. Monopoly symbols puts you in two times and five times bonus round
* Once Around (v)	5-reel 9-line 25-coin 45-coin game with dice. Build up to five houses on each property owned
* Reel Estate (v)	5-reel 5-line 25/45/90-coin 3-D game. Land on 3 properties at same time enter bonus round
* Roll & Win	3-reel mechanical dice & mini game board. Wild dice multiply your winnings with 3-coin bet
Big Bang Piggy Bankin	Pigs with different values, but watch out it may go bang on you and you'll lose it
Big Poker	Build poker hands to increase your winnings using a single deck of cards. Bet 10 to 50 coins
Boom	3-D graphics with fireworks and other objects that explode – go boom
Filthy Rich	5-line 5/9-coin versions After the pigs play in the mud they are washed off to reveal bonuses
Instant Winner	Cartoon character scratches an instant lottery ticket for you to see if you won
Jackpot Limbo	5-line 5-coin Three jackpot limbo symbols take you to bonus round. Tropical setting, items
Jackpot Party	5-line 9-line It one of those party game. Also in a 5-coin versions
Jackpot Stampede	3-coin Western theme with cash cows and corral cows
Life of Luxury	Sports cars, diamonds, yachts, champagne, lobster. Get three gold coins go into bonus round
Magic Lamp	2/3/5-coin versions Maybe your magic lamp will grant you your wish with bigger payoffs
Mermaids Gold	2/3-coin versions Treasure chests with gold silver and bronze treasures. Pick a chest
Money To Burn	5-reel 9-line 9/18/45/90-coin Firemen, fire engines, etc. Get 3 of same enter bonus round
Multi-Pay Plus	Choice of eleven games including six video poker games and keno
Perfect Game	5-reel 9-line 9/18/45/90-coin Bowling, 3 same bowler or 5 pins on payline gets bonus round
Perfect Match	2/3-coin versions TV game show with bonus rounds. Pick three titles until you match three
Pharaohs Fortune	Desert sands blow around and swirl to reveal a multiplier to increase your winnings
Pick Five Poker	5-coin Player dealt 2 cards discards one of them. Build hand from five deals. Higher payoffs
Reel'em In!	5-line 5 or 9-coin fishing game. Bonus rounds with multiple choices – lake – contest- etc.
River Belle	2-coin 3-coin 5-coin versions of blackjack "21" game with a riverboat theme
Something For Nothing	5-reel Surprise awards. Get paid up to 40 times on random losing spins.
Stroke of Luck	2/3/4-coin versions Get three of a kind symbols and win. Mystery bonus prizes.
Swingin in the Greens	5-reel 9-line 9/18/45/90-coin versions. Jungle game with Jungle Jim, Penny Drop, bonuses
Top Banana	Beach party on a tropical island with coconuts, pineapples, shells, turtles on symbol wheels
Top Cat	3-coin reel slot game with bonuses. Top Cat symbol on payline kicks into bonus round

Game statistics

If you're interested in playing machines that might return part of your money more frequently look over the following chart to evaluate which games are more suitable for you and give them a whirl! Best is low freq. (2-3) and highest Return %

Game	Co.	Freq.	Return %	Name of game	Co.	Freq.	Return %
3 Reel Holdup	SIL	2-3	96-101	Lion Fish	IGT	1-2	
Addams Family	IGT	2		Little Green Men	IGT	2	

Betty Boop's Double Jackpot	Bally			Party Time Psycho Cash Beast	IGT	6	
Betty Boop's Roaring 20s	Bally			Perfect Game	WMS	2-3	
Blazing Seven Times Pay (49x)	Bally			Red White & Blue	IGT		
Bonus Spin 5 Times Pay	IGT			Red White & Blue Racing 7's	IGT		
Chairman of The Board	WMS			Silver Bell Express	SIL	2	
Dick Clark's New Year's	IGT	2-3		Something For Nothing	WMS	2-3	
Double Diamond Mine 3-coin	IGT	8-9		Texas Tea	IGT	1-2	
Five Times Pay	IGT			Top Banana	WMS		
Five Times Ten Times Pay	IGT			Top Cat	WMS	6	
Let's Make A Deal	Bally	6		Yahtzee	MIK	2-3	

Odds of hitting a Royal Flush in Triple Play Joker Poker -- million to 1. The same nine-dollar investment gives you one chance to win \$120,000, sixty chances to win \$200,000. Big difference isn't it?

The Wheel of Fortune machine requires you to play two one-dollar coins in Nevada, three one-dollar tokens in New Jersey and Mississippi to win \$1,000,000. South Dakota and Connecticut require you to play three one-dollar tokens for a \$500,000 jackpot.

The original "Bell" one-armed-bandits had odds of only 1,000 to one. Today's progressive machines have millions of winning and losing combinations and fewer smaller payoffs because a portion of the money is kept to pay the eventual winner of the progressive jackpot. The majority of jackpots are paid in twenty or twenty-five annual installments. Some of the smaller progressive jackpots are paid off as soon as they're hit.

Canada

In 1388, Britain's King Richard II outlawed playing craps because he felt his soldiers were spending more time on it than they were on their archery skills. The ban was lifted in England in 1969, in Canada thirty years later in March 1999. The majority of the Providence's in Canada refuse to disclose gaming revenues because they consider the information highly confidential -- we dug very deep searching every avenue we could and came up the following information

Free tourist information

FREE tourist information	Phone #		
Boulder City Chamber of Commerce	702-293-2034	Las Vegas Chamber of Commerce	702-735-1616
Carson City Chamber of Commerce	775-882-1565	Las Vegas Conv. & Visitors Authority	800-332-5333
Carson Valley Convention & Visitors	800-NEVADA-1	Laughlin Chamber of Commerce	800-227-5245
Carson Valley Chamber of Commerce	800-727-7677	Laughlin Visitors Bureau	800-4-LAUGHLIN
Greater Reno/Sparks Chamber of Commerce	775-686-3030	Mesquite Visitors Center	877-MESQUITE
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Jean Visitors Center	702-874-1360	Reno/Sparks Convention & Visitors	800-FOR-RENO
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Condensed version of the 53-page Slot Machine Report

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Best of Luck – Frank

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SLOT LESSONS

An informative slot lesson is given each cruise by your Slot Supervisor. Check the Princess Patter or ask any Casino staff member for the lesson schedule. During the lesson you will learn how to understand pay tables, the advantage of playing maximum coins, machine features, and other valuable information that will make your playing more enjoyable.

PLAY

Before you play, take a moment and review the pay table and the machine you have chosen. You'll find an exciting selection of jackpots available. All of our machines may be played with only one token, but remember, the more you play the more you're paid! If you have any question feel free to ask any of our friendly casino employees for assistance.

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special progressive machine which looks HOT!

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Most top jackpots will be "hand-paid" by an attendant and others will be "dropped" partially or entirely by your machine. Slot machines are clearly marked as to the manner of payment.

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There was a time when the slot machine was such an easy object to understand. The paytables were straightforward and the best way to play them tended to be fairly obvious. Now, the machines are a lot more complicated as the manufacturers strive to outdo each other with new features, bonus rounds, paylines and a wide assortment of **gimmicks**. We hope the advice detailed below will be of great help to both the novice and the seasoned player.

Understanding the various types of machines: there are approximately six types of slot machines - Multipliers (which includes straight multipliers and bonus multipliers), buy-a-pays, hybrids, **multilines**, Australian style and **progressives**. Below we offer advice on playing strategies for each type.

Multipliers: examples include Double Diamond Slots and 'Wild & Loose'. Suggested strategy - play one coin at a time both on the straight multipliers and the bonus multipliers. Playing more than one coin at a time on a straight multiplier is basically a waste of your money since extra coins on your bet will not buy additional winning combinations, nor do they buy a bonus for a winning combination. For bonus multipliers, although they may encourage you to max bet with thoughts of a big bonus, you'll hit these bonuses so rarely that the payouts will not cover your overall losses as you play.

Buy-A-Pays: example is 'Blazing 7s'. Suggested strategy - play full coins. The typical payback on these machines for one coin tends to be very low, sometimes as low as the regulations in that particular jurisdiction will allow. Playing more than one coin on a Buy-A-Pay activates additional winning combinations and buys increased average payback and hit frequency.

Hybrids: example is 'Three Coin Blazing 7s'. Suggested strategy - play full coins. Hybrids are basically part buy-a-pay and part multiplier. Previous analysis of the payback programs of several hybrids suggests that you are better off playing full coins on them. In addition, if the hybrid has a bonus game, you must play full coin to qualify for it.

Multilines: example is 'Five Coin Double Diamond'. Suggested strategy - play full coins. The additional coins that you may play on a multiline machine will buy increased hit frequency and usually also very small increases in average payback. Unfortunately though, playing full coins on these machines can also increase your loss rate, sometimes quite significantly.

Australian Style Slot Machines: example include Battleship and Scrabble. Suggested strategy - play one coin per line. Actually, the choice of number of coins to play on these machines lies in your hands. One coin per line is suggested but you could also try one coin per spin. Playing full coins should be out of the question because unless the machine is a progressive, each combination pays the same amount regardless of which payline it lands on. Playing one coin per line instead of full coins will stretch your bankroll and playing time.

Progressives: example include Wheel of Fortune and Megabucks. Suggested strategy - play full coins, no matter what. When you play less than full coins on a progressive slot, you're basically helping to build the jackpot for someone else to come along and win when they play full coins.

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Introduction

The gaming machine market is not a single homogenous mass where one set of rules or criteria may be universally applied to determine what "makes" a machine appealing or how it should be positioned within the Casino environs.

What works in one location may not work somewhere else and vice-versa. Many Americans are surprised by the lack in Australia of three reel slots such as "Liberty Sevens" or "Red, White and Blue" and the proliferation of multi-line, multiplier games with seemingly unintelligible paytables.

A look at the different markets may to some extent explain these differences.

In the United States, particularly in the Las Vegas strip market, the market consists of infrequent visitors or tourists who stay for a few days and who will make a return visit in the following year or the year after.

These people prefer gaming machines that are easy to understand and less inhibiting to trial. Thus, their game preference may be likened to the "Space Invaders" or "Pacman" games of several years ago. Easy to learn, simple to use and not overly challenging.

In Australia generally over recent years and typified by the New South Wales Leagues Clubs, the market is quite different. These "local" clubs have been in existence for many years and have had access to gaming machines since 1956. They cater to frequent repeat visitors who quickly tire of any one product and who "demand" continual change. With the increased computing power in today's gaming machines that has led to nine line games with special bonus features, animated graphics and sound blasters. Today's Australian gaming machine player quite simply would be as bored with a three reel stepper as would today's Nintendo child be bored with "Space Invaders".

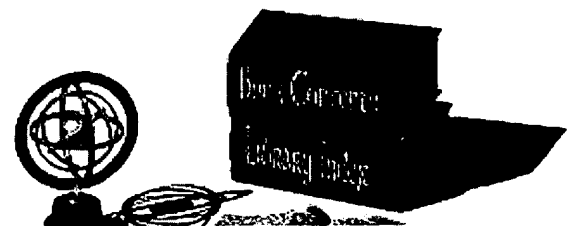
This is in some ways akin to the fact that most "local's Casinos" in Las Vegas only offer 20% to 25% of their gaming machines as spinning reel slots with the balance being video pokers.

Video Pokers include a greater element of "skill" and with favourable paytables offer exceptional return to player percentages. Thus these games are more complex and less like the three reel simple Spinning Reel game found in Las Vegas strip tourist Casinos.

In Australia the same did not occur with Video Poker for a variety of reasons including the fact that "card games" were prohibited from New South Wales Poker machine clubs and that Poker in itself does not have the same history or tradition as it does in the United States.

Thus, the first basic fact with regards to gaming machine placement is apparent. In a sophisticated local environment where the market does not continually change, it is necessary to continually update and enhance the product offering. Las Vegas strip Casinos merely continually change their clientele rather than needing to change the gaming machine product. Emerging "locals" orientated Casinos and gaming machine venues need to be mindful of this and not be driven by the gaming machine manufacturers who may want to supply machines based on their own requirements, but should rather heed the wants of their customer base.

The second issue is that of the "optimal" gaming machine return to player percentages. Dollar games should be "loose" or the hold on "nickels" (5 cent machines) should be "x" (y or z).



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As Far As I'm Concerned by Anthony Curtis "Slot Expert" Tells How to Play'em Right

Slots used to be easy to under-stand. Paytables were straight-forward, and the best way to play them tended to be fairly obvious. But about five years ago, the bandits began getting more complicated. And as one manufacturer strived to outdo the next, things got to the point where I couldn't figure some of them out.

That's when the "Slot Expert" showed up.

John Robison approached us (Huntington Press) to publish his work on playing today's slot machines. It was brief, current and instructive, so we rushed it out in report format. Now, a year later, Robison's The Slot Expert's Guide to Playing Slots is available as a book.

My bias notwithstanding, The Slot Expert's Guide is filled with valuable information, but its advice about how many coins you should play is most important.

Before starting, it's important to understand the author's position. While Huntington Press has a reputation for publishing books that rigidly conform to mathematical doctrine, The Slot Expert's Guide differs a bit. That's because while John Robison knows the math, he's also a true player. He loves the machines and knows what's important to slot players. Hence, his advice balances the two most important concerns of slot players: fun and finance.

According to Robison, there are really just six basic varieties of machine: multipliers (with the subcategories of straight multiplier and bonus multiplier), buy-a-pays, hybrids, multilines, Australian-style and progressives. There's not enough space here to give you the full description of each, but the examples provided below should clue you in a bit.

Multipliers—Play One Coin

*Examples: Double Diamond;
Wild & Loose; Red, White & Blue*

Play one coin at a time on both straight and bonus multipliers. Playing more than one coin at a time on a straight multiplier is a waste of your bankroll, since extra coins don't buy additional winning combinations, nor do they buy a bonus for a winning combination. The average payback of a straight multiplier is the same regardless of how many coins you play. As for bonus multipliers, even though they encourage you to play full coin to qualify for their juicy bonuses on the top jackpot, you'll hit them so rarely that even huge bonuses



on the top payouts increase the average payback by very little.

Buy-A-Pays—Play Full Coin

Examples: Two-coin Sizzling 7s or Blazing 7s

On these machines, the payback on the first coin can be very low—sometimes as low as the regulations in a jurisdiction allow. Playing more than one coin on a buy-a-pay activates additional winning combinations and buys increased average payback and hit frequency. However, although you're often better off playing full coin, this isn't always the case. The different payback programs can't be identified on the floor, so there's no way to guarantee that the increase in payback for playing additional coins will always outweigh the additional risk.

Hybrids—Play Full Coin

Example: Three-coin Blazing 7s

Since hybrids are part buy-a-pay and part multiplier, choosing how many coins to play presents a dilemma. My (Robison's) analysis of the payback programs of several hybrids suggests that you're better off playing full coin. In addition, if a hybrid has a bonus game, you must play full coin to qualify for it. On many games, there's no way to know how much the bonus game adds to the base payback; like buy-a-pays, it might not be enough to make playing full coin the best option.

Multilines—Play Full Coin (Or Choice)

Example: Five-coin Double Diamond

This one is really player's choice, since there's a funny trade-off between hit frequency and the expected result. The additional coins played in a multiline machine buy increased hit frequency and, usually, very small increases in average payback. But playing full coin usually increases your loss rate (sometimes significantly).

Australian—Play One Coin Per Line (Or Choice)

Examples: Battleship; Scrabble; Price Is Right

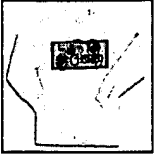
This one is also player's choice, between one coin per line and one coin per spin. Forget full coin. Unless the machine is a progressive, each combination pays the same amount regardless of which payline it lands on, and that amount is a straight multiple of the number of coins you bet on the line. Playing one coin per line at a time instead of full coin on each line stretches your bankroll and playing time. One other thing to consider is that most Australian-style slots are low-denomination machines, so playing one coin on each line can require a smaller wager than playing full coin on a traditional three-reel slot. Thus, you can activate each payline, get a high hit frequency, and still risk less money per spin.

Progressives—Play Full Coin

Examples: Wheel of Fortune; Megabucks

Always play full coin, regardless of what type of progressive the machine is. When you play less than full coin on a progressive, you're building the jackpot for someone else, with no chance of winning it yourself.

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